

Claims

1. A computer program product for deleting objects used or managed by an application or application instance, said program comprising:

a computer readable medium;

first program instructions for identifying said objects;

second program instructions for writing an executable program to delete said objects which were identified; and wherein

said first and second program instructions are recorded on said medium.

2. A computer program product as set forth in claim 1 wherein said first program instructions identify a queue object and determine whether said queue object contains a work item.

3. A computer program product as set forth in claim 2 wherein said queue object contains a work item, and second program instructions write into said executable program a command to clear said work item.

4. A computer program product as set forth in claim 2 wherein said first program instructions also determine if said queue object is locked.

5. A computer program product as set forth in claim 2 wherein said queue object is a local queue.

6. A computer program product as set forth in claim 2 wherein said queue object is an alias queue.

7. A computer program product as set forth in claim 2 wherein said queue object is a remote queue.

8. A computer program product as set forth in claim 1 further comprising third program instructions for identifying channels used by other applications to lock and access a queue object, and said second program instructions also writes into said executable program a command to stop said channels; and wherein said third program instructions is recorded on said medium.

9. A computer program product as set forth in claim 8 wherein said first program instructions identifies a queue object and determines whether said queue object is locked, and if so, warns an operator that said queue object may remain locked after execution of said executable program despite stoppage of said channels.

10. A computer program product as set forth in claim 1 wherein said first program instructions identify a security object.

11. A computer program product as set forth in claim 1 wherein said first program instructions identify a channel object.

12. A computer program product as set forth in claim 1 further comprising third program instructions for identifying said application instances, and wherein said first program instructions queries said application instance for a listing of its objects.

13. A system for deleting objects used or managed by an application or application instance, said system comprising:

means for identifying said objects;

means for writing an executable program to delete said objects which were identified; and

means for executing said executable program.

14. A system as set forth in claim 13 wherein the identifying means identifies a queue object and determines whether said queue object contains a work item, and if said queue object contains a work item, the writing means writes into said executable program a command to clear said work item.

15. A method for deleting a queue object managed by an application or application instance, said method comprising the steps of:

identifying channels used by other applications or other application instances to lock and access a queue defined by said queue object;

stopping said channels;

after the stopping step, clearing work item(s) on said queue; and

after the clearing step, deleting said queue object.

16. A method as set forth in claim 15 wherein said application or application instance which manages said queue object is a middle ware application or application instance.

17. A method as set forth in claim 15 wherein the identifying step is performed by querying said application or application instance which manages said queue object.

18. A method as set forth in claim 15 further comprising the step of warning an operator that said queue object may remain locked after stoppage of said channels.

19. A computer program product for deleting a queue object managed by an application or application instance, said program product comprising:

a computer readable medium;

first program instructions to identify channels used by other applications or other application instances to lock and access a queue defined by said queue object;

second program instructions to write an executable program to stop said channels, and afterwards, clear work item(s) on said queue and delete said queue object.; and wherein

said first and second program instructions are recorded on said medium.

20. A computer program product as set forth in claim 19 further comprising third program instructions to warn an operator that said queue object may remain locked stoppage of said channels; and wherein said third program instructions are recorded on said medium.